

THE DUNGEON OF ABKADEV

A Wizard's Tower Print & Play Adventure
by Lancelot Squib





THE DUNGEON OF ABKADEV



FORWARD

Welcome, daring adventurer, to the Wizard's Tower! What you gaze upon now is no mere tale, but a portal to another realm entirely. A realm of wonder and danger!

Deep in a rugged and mountainous country lies the impenetrable vault of the evil wizard Abkadev. You have been sent on a mission of grave urgency to recover a relic of power to help repair the effects of his wickedness.

This **Print & Play Adventure** is closely adapted from **Dungeon of Abkadev** by Maezer, winner of a 2016 One Page Dungeon Grand Prize. Originally written for the role-playing game system **Dungeon World**, it seemed a perfect candidate to be made into a gamebook with an old-school feel.

The **Dungeon of Abkadev** is meant to mimic the feel of a classic 1980's gamebook and features an old-school solo role-playing experience set in a realm of weird fantasy and sword and sorcery.

This gambook uses a variant of the **Fighting Fantasy** rule system that incorporates magic from **The Citadel of Chaos** by Steve Jackson originally published in 1983.

If you're not already familiar with the basic **Fighting Fantasy** rules, a brief and simplified overview of the basic rules is included along with a spell list somewhat modified from the original. If you're an old pro in the world of **Titan** you can probably skip it, however.

I have grouped the list of spells into three categories: **Combat**, **Utility**, and **Restoration**. **Combat** spells, which include a reworked **Shielding** spell, are spells that are mainly used during combat situations; **Restoration** spells are those that can be used any time outside of combat. **Utility** spells make up the bulk of the list and are used when indicated within the story.

Also, a **Wandering Monsters** mechanic has been included to add some chance and variety to the encounters within the dungeon.



YOUR ADVENTURE SHEET



Though you are still an apprentice by title, you've come far in your arcane studies and are a skilled and resourceful sorcerer.

Your Master, M'Nop the Mage, was recently summoned to the fair town of Hazedel only to find his age-old enemy Abkadev the Malificent waiting in ambush for him.

You have travelled as fast as possible for the past two days to reach Hazedel. What you have found there is vast and total destruction, the scene of a mighty battle between two god-like wizards.

You pick your way through a mile of the catastrophe, the dead reeking all around you. At the center you find a glowing tetrahedron floating next to a lone figure who stands apart staring off into the distance ...

Name: _____			
Skill current / max	Stamina current / max	Luck current / max	Potions
			Spells

Notes ~ find more gamebook stuff at wizards-tower.com!	Gold	Equipment	
	Jewels		



Rules

Along with this story, you'll need two six-sided dice, a pencil, and some paper to play.

A brief overview of all you need to know to play this adventure is included here. You'll find that the story will guide you along, so you need only understand a few key concepts to dive right into the adventure.

The Adventure Sheet

In the Dungeon of Abkadev, you play a powerful apprentice wizard on the cusp of reaching mastery in the arcane arts.

The **Adventure Sheet** is your character's profile and the record of the progress you make as he or she finds their way through the dungeon.

Your character is judged mainly on four attributes: **SKILL**, **STAMINA**, **LUCK**, and **MAGIC**.

SKILL is a measure of your training and prowess with the skills needed for traversing a mad wizard's dungeon.

The **STAMINA** attribute measures your character's physical endurance; if it ever reaches

zero, then your character has died.

LUCK is, as its name implies, a score that will allow you to defeat powerful enemies and avoid death. Having a good **LUCK** score is very useful - and expert management of it can lead even a low-skilled adventurer to victory.

Your character's **MAGIC** score represents the number of spells he or she may memorize from the list of Spells included in the rules here.

To determine your starting scores for these attributes, follow the instructions below:

Roll one die, add six, and record the total under **SKILL** on the Adventure Sheet.

Roll two dice, add twelve, and record the total under **STAMINA** on the character sheet.

Roll one die, add six, and record the total under **LUCK** on the character sheet. Roll

Roll two dice, add six, and record the total under **MAGIC** on the Adventure Sheet.

Remember to not erase these initial scores, as there will be times that you may find them raised or lowered temporarily throughout the story.



Spells

You begin your adventure by picking a number of spells from the following list that is equal to your MAGIC score. Each time you use a spell during the course of your adventure, cross it off the list.

This list is comprised of the original twelve spells that appeared in the Citadel of Chaos. However, they've been reworked a bit and grouped according to their use.

Some of the spells on this list will be useful to you in combat and some will heal your wounds when it is over, but most serve the purpose of giving you alternate methods of solving puzzles and overcoming obstacles within the dungeon. Some may not be useful at all, so choose carefully!

COMBAT SPELLS

CREATURE COPY This spell allows you to conjure up a clone of an opponent in battle. The duplicate will have the same SKILL and STAMINA scores as its original, but will fight on your behalf until it is destroyed or the battle ended.

SHIELDING This spell creates a glowing magical force field that extends from your off hand and can be wielded like a shield. It repels both physical and magical attacks. If cast in combat, it will give you +1 SKILL point for the duration of the battle.

UTILITY SPELLS

STRENGTH Casting this spell on yourself will cause you to grow to a large height, able lift and push large, heavy objects.

WEAKNESS This spell reduces the strength of a creature in combat, but is only effective against some creatures.

E.S.P. You can use this spell to tap into the mystic powers of clairvoyance to see events from afar or read the minds of others.

FIRE With the power of this spell you are able to manipulate fire into doing your bidding! Conjure an exploding fireball or rain a sheet of flames down upon your enemies.

FOOL'S GOLD By chanting this spell and making the proper hand gestures over a pile of common rocks and sand, they can be temporarily transmuted into solid gold. Indistinguishable from real gold except by magical probing, the gold will revert to its original state within a few days or if an attempt is made to melt it.

ILLUSION This powerful spell allows you to paint a picture of your own devising within the mind of one or more nearby creatures. It is most often used to camouflage yourself from enemies or impersonate another person.

LEVITATION You may cast this spell onto yourself into order to gently glide above a surface at any elevation the caster chooses. It can also be cast upon other creatures or objects; their movement while levitated is controlled by the caster.

RESTORATION SPELLS

Restoration spells are used to heal damage you take during the course of your adventure to your three core attributes: LUCK, SKILL, and STAMINA.

All three spells work the same way. Once cast, the spell will restore the attribute score by half its initial score, rounding down. The spell will



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never cause your attribute score to exceed its initial level. As an example, if you cast two Luck spells together, your LUCK score will only be restored to its initial level.

LUCK This spell will replenish your LUCK score by half its initial value, and may be cast any time during your adventure, except in battle.

SKILL This spell will replenish your SKILL score by half its initial value, and may be cast any time during your adventure, except in battle.

STAMINA This spell will replenish your STAMINA score by half its initial value, and may be cast any time during your adventure, except in battle.



Treasure and Equipment

You begin your adventure with naught but your trusty pack, a torch, and a common iron sword. You have three Provisions, each of which heals a STAMINA point in any non-combat situation.

As you acquire Gold, Jewels, and other items during your adventure, record them on your Adventure Sheet. Note that if you run of space on your equipment list, you must erase an entry to "drop" an item before picking up a new one. There is no limit to how much Gold or how many Jewels you can carry, however.

Potions

Before leaving on your quest, you brew a

magical potion to take in case you find yourself in dire need. Unless otherwise noted, all potions can be used only once.

Choose one of the following potions and add it to your Adventure Sheet before beginning:

STAMINA POTION - This restores your character's STAMINA to its initial value.

SKILL POTION - Will remove any negative effects causing your SKILL score to be reduced.

LUCK POTION - Increases your LUCK score by two, not exceeding its initial score.

MAGIC POTION - Drinking this potion will allow you to remember one spell on your list that has already been used.

Skill and Luck Tests

At various points throughout the story, you'll be asked to **Test** either your SKILL or LUCK attributes.

In these cases, all you need do is roll two dice: if the total is equal to or less than your SKILL or LUCK score, then you've succeeded! Otherwise, if the dice total is higher than your score, you've failed or been unlucky.

Testing your LUCK differs from a check on your SKILL in that after each LUCK check, you must also reduce your LUCK by one point, regardless of the success or failure of the check.

Combat

As the adventure you are about to embark upon will take you into the heart of a heavily-guarded dungeon created by a mad wizard, you'll find yourself engaging in combat on a regular basis. It is one of the hazards of being an arcane treasure hunter, after all.



Combat is a series of rounds that resolve when the STAMINA score of either your character or their opponent is reduced to zero.

To perform a round, roll two dice for your opponent and add their SKILL score. This is their Attack score. Roll two dice again and add your current SKILL score - this is your Attack score.

Whoever has the higher Attack score wins the round. The loser subtracts two points from their STAMINA and another round begins.

TESTING YOUR LUCK IN COMBAT

While in combat, you have the option to use your luck to either increase the damage dealt to an opponent or lessen the damage you receive.

After landing a hit that does damage to a creature, you may test your LUCK to increase the damage dealt. If you are Lucky, you inflict a more severe wound and may deduct an extra two points from the creature's stamina score. However, if you fail the test and are unlucky, the wound was a mere graze and you do only one point of damage to the creature instead of the usual two points.

If you have just received damage from a

creature in combat, you may test your LUCK to reduce it. If you pass the test and are lucky, then subtract one point from the damage the creature does to your character. If you are unlucky, then add one point of damage to the total you receive.

As in non-combat uses, remember to subtract one point from your LUCK after using it!

COMBAT WITH MULTIPLE OPPONENTS

There will be times when you face not one, but two or even three enemies. In these cases, calculate Attack scores for yourself and each opponent each round.

If you have the highest Attack score during a round, then each opponent takes two damage. If you have the lowest, you only take two damage regardless of the number of opponents you face.

In a situation where your Attack score ranks in the middle, you take two damage, but also deal two damage to each creature with a lower Attack score to you.

Wandering Monsters

At times throughout the adventure, you'll be asked to roll for Wandering Monsters. When you see this, roll a 1d6 and refer to the table below to select a monster to battle.

DIE ROLL	WANDERING MONSTER	ATTRIBUTES
1	RUST MONSTER	SKILL 2 STAMINA 4 Every other round, roll one die: roll 1-3 and the first possession on your Equipment list made of metal is destroyed; roll of 4-6 no effect. Note: Iron, Silver, and Gold keys are immune.
2	GUARD	SKILL 7 STAMINA 6
3	SLIME	SKILL 3 STAMINA 11
4	CARRION CREEPER	SKILL 6 STAMINA 5
5	GIANT CENTIPEDE	SKILL 5 STAMINA 8
6	A MONSTROSITY!	SKILL 6 STAMINA 4 Every other round, roll one die: a roll of 1-3 has no effect; a roll of 4-6 and you lose a spell from your list.



- Prelude -

It seems like an age has passed since your patron and mentor wizard M'Nop began the hunt for his nemesis, the evil sorcerer Abkadev. But now, as Abkadev stares at you and your mentor from behind the shimmering panes of enchanted glass that make up the star tetrahedron that is his cell, it appears the final chapter has closed on the tale of their struggle.

The flickering magenta glow of the eldritch cage plays across M'Nop's face as he gazes inwardly in deep silence. Like the glowing merkaba of that cage, there is a certain superficial whimsicality that belies a deep reserve of power.

"And so, after so many years, my nemesis is finally jailed." His seems to hold a further comment on the tip of his tongue, lost in deep thought for a few minutes, then continues, "whenever I envisioned this day, I thought I'd be happier. I'm not sure what I'm feeling right now." A small flask appears in his right hand and he takes a quick pull from it before stashing it back in the purple robes piled across his shoulders.

He is an impressive man. Though he appears to be of advanced age, he stands a full head taller than you. The loose robes he wears belie the rippling muscles able to be called to action with superhuman speed and strength if needed. These are thanks to M'Nop's alchemical research and magical spells, yet still - not bad for a six-hundred-and-fifty year-old you think to yourself.

"There is only one task left to us now, my apprentice - the **Tome of Vyxz**." M'Nop looks

you full in the eyes as if taking measure of your very soul. "Now that Abkadev is confined, it falls to you to seek out this powerful artifact. Surely it will be the key to understanding how he was able to gain his power. Accomplish this and we will learn how to traverse the realms between worlds, and you will have earned the right to be called Master!"

He ends his speech with a flourish of his hands and another quick nip from his bottle. You enjoy M'Nop's flourishes and grand speeches, though while he has a flair for the dramatic, his compulsive sipping from this tincture flask is new.

It is likely the stress of the final battle has finally caught up and he is seeking a brief mental respite from its horrors. It took you a full day to climb through the corpse-stinking rubble of the city that once claimed twenty-thousand residents. When you finally reached the center you found a large crater still smoking and hot from whatever profound explosion had created it. In the middle stood your master, and beside him was the glowing, eldritch cell surrounding the evil Abkadev you both now contemplate. How could any good person not be changed by helping to cause the massive carnage surrounding you? Of course, as with most things - including reality itself - "good" is a relative concept.

"Of course I will go and I will overcome whatever test presents itself to me," you say with great confidence. You know the good this victory means not just for M'Nop and yourself, but also for the peace it will bring to this entire realm. Like your master, your entire life's work has been to undo the evil wrought by Abkadev. "I will set out immediately and return to you



with the tome, Master M'Nop." You turn to face him. "But where do I find this tome?"

He hesitates before answering you, taking another sip from his flask. "He has stashed it in the heart of an underground dungeon complex stocked with the usual beasts, mercenaries, and traps. I have faith in your ability to overcome them, though the danger is great. In order to access the vault that holds the tome, you will need to collect three keys - Iron, Silver, and Gold. They are hidden around the dungeon from what I understand. All three keys are needed to unlock the vault door at the heart of the dungeon." He takes out a scroll with a map to the entrance of the dungeon and hands it to you.

"I will leave at once, Master. But where will you go?" You are already considering how to procure a horse for the journey.

"I will be stashing this ... villain in a safe location where he will be unable to cause further harm. Pity I wasn't able to kill him." Considering what has taken place, you overlook this last comment and his odd chuckle after saying the word villain. Who knows how long it will take him to recover from this battle. Will he ever recover?

You take your leave and make your way through the rubble back to the outskirts of the town. You come across a horse, nibbling at some grass in a field. A headless corpse still sits atop him in the saddle, it's feet twisted into the stirrups. As you untangle the body and push it off the horse, you see the burn marks across the shoulders; this poor soul was caught in the wizards' crossfire.

You make good time on your journey and

draw near the entrance, nestled in the foothills of the Dosugk Mountains. It is a clear day, and the alpine smells blend with the scenery to create a deep contrast to what you know awaits: closed-in darkness, and likely death as well.

From far away, the entrance appears to be a simple fracture in a rock wall. However, as you draw nearer you see the tell-tale signs of foot traffic going in and out of the cave. You crouch low to the side of the wall as you follow the tunnel that leads downward into the earth, staying alert for any sign of movement.

Turn to: 1

- 1 -

You follow the cave wall for a hundred feet or so before it comes to an end. Two torches are set into the wall, each placed beside a massively thick wooden door.

You can tell that it's no ordinary wood, as it appears to almost ripple in and out of existence. Does this dungeon even exist in this world, carved out of the solid rock behind the cave wall - or is it carved into the rock of another world, or another plane of reality itself?

You don't have time ponder the question, as a pair of guards arrive, returning from a patrol - one which it seems you narrowly avoided. You have an advantageous hiding spot amongst the crags of the dimly-lit cave. You can choose to observe the guards or attack them.

If you choose to observe the guards, turn to: 44

If you choose to attack the guards, turn to: 70





- 2 -

First an arm, then a leg disappear into the relentless jaws of the squirming, pearly-white maggots.

It does not take long for them to chew through the bulk of your body, leaving the smaller bits to their normal-sized counterparts.

Now the detritus of your body joins that of the countless others that lay in heaps here to fester buried deep underground. Unfortunately, your adventure and your life are over.



- 3 -

The steps downward are not long, and they are well-lit and show signs of regular use. At the end of a short passage, you come to a stout wooden door. You test it carefully, but it is not trapped and it appears to be solidly barred from the other side.

If you have E.S.P. memorized and would like to use it here, turn to: 19

Otherwise, turn back and continue along your original route. Turn to: 51

- 4 -

You are running now, reaching out to the ghost of your mother when your instincts scream out STOP! Your mother died when you were just a child, this must be an illusion!

The fog clears from your senses and you sense that you came very close to falling down a rather deep pit.

If you choose to search the area near the ledge, *Test your SKILL*. If you succeed, turn to: 60

Otherwise turn to: 43

- 5 -

Despite the absence of the malignant spirit that haunted this chamber, crossing it is no less chilling.

If you are headed West, turn to: 65

If you are headed East, turn to: 10

- 6 -

You don't even pretend to know what such a ridiculous statement like the one engraved into the side of the dais might mean. An allusion to the god of some religious fanatic, no doubt.

While you doubt it is safe to bathe in the fountain considering a patrol of guards - or worse - could come marching by at any moment, you do have enough time to take a long drink of the cool water.

You wipe the water from your face on the back of your sleeve when the nausea hits. The light coming from the glowing orb above the fountain changes from its placid blue to a pulsing yellowish green that seems to enhance the sickness you're feeling.

After completely evacuating the contents of your stomach, it seizes with a painful cramp and your bowels let go of their contents. You teeter and fall as the angles of the room distend



at strange angles. The green strobe continues to throb around you as your vision blurs.

Test your LUCK! If you succeed, turn to: 40

If you fail, turn to: 61

- 7 -

As you search the area between the chamber of decay and the dark tunnel beyond festering with black tentacles, you see a line of pegs set into an alcove dimly lit by a small red light set into the wall.

On three of the pegs, large robes made of a dark, shiny material are hung. Using one of these to cover yourself may be enough to keep whatever tentacled horror it is that resides in the tunnel at bay.

Based on the location and arrangement of the robes, you think that is their purpose — surely guards must pass this way — but you realize again that you are in the magical dungeon of a mad wizard, so they could very well be part of the trap.

If you wrap yourself in one of the robes to pass through the tunnel, turn to: 26

If you take your chances in the tunnel without a robe, turn to: 47

- 8 -

It is a strange sensation to be run through by a sword wielded by yourself. Your double grips your arm firmly as the sword pushes through your bowels and out your back, grazing your spine. You smell the stink of your double's breath and the foul odors of travel and adventure coming off the doppelgänger in waves.

Do I really smell this bad? is the last thought that passes through your mind before blacking out from shock and blood loss.

If you would like to continue this

adventure as the doppelgänger, remove all the spells from your Adventure Sheet, set your STAMINA to the doppelgänger's, and turn to: 42

If you don't wish to continue as the doppelgänger then unfortunately, your adventure and your life are over.

- 9 -



Soon the tunnel ends in steps leading downward. At the bottom of the steps there is a wooden door.

You try the handle lightly, but at your touch the door swings noisily open. Three armed guards turn their heads in unison to look in your direction.

There is a moment of awkward silence before the three guards yell and rush for an attack!

DUNGEON GUARD: SKILL 3 STAMINA 5

DUNGEON GUARD: SKILL 3 STAMINA 4

DUNGEON GUARD: SKILL 4 STAMINA 5

You may use one Weakness spell per Dungeon Guard here to reduce the guard's SKILL to one for the duration of the battle.

If you defeat the guards, turn to: 82

If you are defeated, turn to: 39

- 10 -

The precise geometric uniformity of the previous tunnels and chambers give way to a more natural-looking and larger cave that bends East to West as you progress.



Small pools of water containing soft magical lights cause the dripping stalactites and stalagmites that grow haphazardly from the floors and ceilings to glitter and shimmer, throwing strange shadows across the tunnel.

As you pick your way through this cavern along a barely-discernible path, the air seems to grow progressively heavier. Soon the various growths that populate the cave seem to sway and the walls expand and contract as if breathing. The shimmering grows more pronounced, and you have to catch yourself as your balance fails.

Then the voices start — whispers at first, but soon growing in intensity until it seems as if an entire world of people are shouting at you. You hear your name in the noise, and gradually come to realize the voices are shouting admonishments at you for the destruction of the town where your Master and Abkadev battled.

It is as if the spirit of every dead being in that town is proclaiming you guilty. You press the palms of your hands to your ears and screw closed your eyes, but it does nothing to block out the voices which reach into your mind.

You can't take it anymore! You panic and immediately flee in a straight line until you leave the cavern.

Test your LUCK. If you are unlucky, you lose one spell of your choice from your Adventure Sheet. If you have no more spells memorized, lose one STAMINA point instead.

Afterward, roll one die:

If you roll 1-3, you flee East; turn to: 18

If you roll 4-6, you flee West; turn to: 84

You may return to these tunnels as many times as it takes to move the direction you wish, though you must test your LUCK each time.

- 11 -

You are guided from the darkness by a soft blue light glowing faintly from somewhere ahead. Around a sharp corner in the tunnel, you emerge into a brightly-lit circular chamber. Columns rise along the walls to a domed roof, hung with a glowing orb - the source of the blue light.

In the center of the chamber is a fountain. The water cascades from a column in the center of a pool set into a dais. Your first thought is to disrobe and wash the stink from yourself. Of course, that could very well prove deadly.

Examining the chamber more carefully, you see the following engraved around the sides of the dais: "RED BLACK OR BLUE IT LOOKS DOWN ON YOU".

If you know the answer to this riddle, add 33 to the count of the letters in the answer and turn to that passage.

If you do not know the answer, but would like to bathe in the water anyway, turn to: 54

If you take a drink from the fountain, turn to: 6

If you would rather move along and leave it, turn to: 77

- 12 -

Torch or no, you feel buried by the darkness in the tunnels of this dungeon. But there is no turning back now — you are deep in the earth — and the only way out is by collecting the three keys.

Was that a footstep you heard behind you, or your imagination? **Roll for Wandering Monsters.**

If you are victorious, wipe the blood from your sword and turn to: 22

Otherwise, you have died a



meaningless and gruesome death. Unfortunately, your adventure and your life are over.

- 13 -

You are standing in an area roughly ten feet by ten feet. It is lit by the ubiquitous magical torches in this part of the dungeon you have come to be grateful for.

Located in roughly the center of the room is a circular pool of crystalline water. When you approach it, a calm white light grows from it in a globe of soft energy.

ROLL ONE DIE AND ADD THE RESULTS BACK TO YOUR STAMINA.

TWINKLING IN THE DEPTHS OF THE POOL YOU SEE THE GOLD KEY! ADD IT TO YOUR ADVENTURE SHEET.

To travel to the ledge in the Southwest corner of the room, turn to: 73

If you are traveling along the raised stone path and need to jump to reach the Southeast corner, turn to: 55

Otherwise, to Travel to the ledge in the Southeast corner of the room, turn to: 78

Remember, if you must chance a swim, roll to see if you run afoul of the tentacles lurking beneath the surface of the water!

- 14 -

As the blade of the hard-looking man leaves your body, a fine tendril of red blood spurts out of the wound. You sag to a knee and the orc delivers a blow with his axe to your neck that sends it flying down a steep hill.

Your head continues to tumble a while and then plummets from the side of a cliff into a swiftly-moving river where it is carried several miles downstream, nourishing fish and insect alike during its weeks-long odyssey.

Finally it washes onto a sandy embankment where it is slowly picked apart by crabs, and buried beneath layers of sediment over the millennia.

Unfortunately, your adventure and your life are over.



- 15 -

You walk for some time down a dark hallway, feeling your way against the wall. The light from your torch seems meager in this tunnel, swallowed up by the darkness surrounding you. A warm draft of air carrying on it a hint of some strange, foreign spice wafts through the tunnel.

Feeling your way along in the dark tunnel, the spice-scented breeze continues to entice you, drawing you toward its source.

As you progress down the tunnel, you begin to see the faint outlines of people you've known walking next to you. You start feeling foggier, as if you just forgot what you were about to say. You leave the wall and walk quickly down the center of the pitch-black tunnel, dropping your torch without care.

Test your LUCK!

If you are lucky, turn to: 4

If you are unlucky, turn to: 68



- 16 -

You enter a short but broad and brightly-lit hallway that leads to a wooden door. It looks like the sort of place you might find a key.

After a few steps, your foot falls on a patch of the brick floor that is distinctly squishy, as if the very stone in that spot had decided to no longer behave like stone but rather like a sponge or a membrane.

When you lift your foot from the floor, metal grates crash down at either end of the hallway and alcoves on either side open to reveal skeleton warriors leaping toward you with swords raised!



SKELETON GUARD: SKILL 6 STAMINA 6

SKELETON GUARD: SKILL 6 STAMINA 6

Special: You may use one Weakness spell per Skeleton here to sever the connection to the evil spirit that animates it, rendering it an inert pile of bones.

If you defeat the skeletons, turn to: 50

If you are defeated, turn to: 86

- 17 -

The Dark Devourer wraps around your body.

The acid it secretes immediately goes to work dissolving your clothes, flesh, and equipment.

As you drift from this life, the only sense you are aware of in the darkness is that of your own body being slowly digested by this creature. Before your nerve endings are completely burned away, you feel thousands of tiny nodules sucking away the chemical slime left by your dissolving flesh.

You scream fruitlessly for a few hours before the Devourer fills your mouth and throat with it's blob-like mass, dissolving you from the inside.

Your last thought as the acid turns your skin and muscle into a soupy pudding is the short reflection that this adventure really could have gone better. Next time you should ... oh wait, there won't be a next time. Unfortunately, your adventure and your life have ended.

- 18 -

After walking for a few minutes, the tunnel bends to the East. You come to an open portal carved into the rock. Beyond, you are greeted by what you sense to be a vast chamber cloaked in a darkness so absolute, the longer you spend within it, the more unsure you become of your own existence.

Have you been here before? If so, turn to: 5

If you have not been here before, turn to: 46

- 19 -

In the crypt-like silence of these otherworldly tunnels it isn't difficult to slip into a magical trance. You call up images of the room on the other side and see a group of humanoids assembled around a hooded figure, who speaks to them.

"I have paid each of you well to perform these



tasks for me. Enough to buy you whatever — or whomever — you like.” At this comment, brutish-looking hobgoblin rubs his hands together.

The hooded figure continues: “While each of you is to attend to the spore factory and fungal creche regularly, your prime mandate is to protect the treasury with your life. You will be paid again in a year’s time ... if you survive, of course.”

You notice the orc you encountered at the front door in the crowd stand a little straighter at the mention of future pay. Considering their tour of duty was nearing and end, you reason you must be seeing a vision from some months ago.

Just as this dawns on you, the vision fades and you return to the real world. You aren’t able to pass the door, so you will need to turn back to the tunnel at the top of the steps and continue along your original route.

Turn to: 51

- 20 -

You turn the dials to what you believe is the correct combination and take a deep breath before pulling the lever.

Where previously the tunnel ended, the stone slides away on the South wall to reveal a continuation of the tunnel. Sparse torches dancing with magical flames dimly light the way forward.

As you walk through opened portal, the stone slab slams upward to the ceiling, blocking the passage.

You must press on. Turn to: 53

- 21 -

You look through the pit, which appears to serve as some sort of vat. You probe the green mush with your sword, and suddenly it erupts



in a splash! Two humanoid shapes rise from the pit and crawl onto the stone floor. Crowned with a mushroom head, they rise to their algae-dripping feet and attack you!

HUMANOID FUNGUS: SKILL 3 STAMINA 6

HUMANOID FUNGUS: SKILL 3 STAMINA 6





If you defeat them count yourself lucky and turn to: 76

If you are defeated, then more shapes rise from the vats and slowly drag your body back in with them. Here you will slowly heal as the fungus repairs your body ... and replaces your cells with its own. You are now yourself a Humanoid Fungus, doomed to live your life in this dungeon, a mindless slave. Unfortunately, your adventure and your life have ended.

- 22 -

You come to a branch in the tunnel. You can continue straight ahead or turn left.

If you continue straight, turn to: 9

If you turn left, turn to: 67

- 23 -

There could be razor-tipped spears at the bottom of the pit. Or a vat filled with a horrible acid. Or snakes — a lot of snakes.

You try to push these thoughts from your mind as you steel yourself for the jump. Regardless of what lies in wait at the bottom of the pit, you must continue.

Tossing pebbles from the floor across the chasm leads you to believe it's about nine feet wide; difficult but not impossible. You count, then recount again a dozen times the steps to the ledge - one misstep will likely mean death.

Finally, you inhale and exhale deeply, then inhale again in a rush as you push off and run at full speed down the pitch-black tunnel. You step off at just the right time and sail through the air. Your body thuds against the far side of the pit and you scramble up the side where you lay a while panting.

Congratulations! Despite extreme foolhardiness, you actually did it. Now turn to: 12

- 24 -

You enter a well-stocked storage room with a small armory and larder. You see a number of sacks and barrels full of strange powders and fertilizers. A sign scrawled in paint on the rock wall behind one of these stacks reads "FUNGAL PROTEIN".

The longer you stare at the sacks, the more you become convinced you see a faint green glow coming from them.

YOU RAID THE LARDER AND RECEIVE +1 PROVISION.

Test your SKILL!

If you succeed, turn to: 88

Otherwise, continue following the tunnel out of the stock room. Turn to: 69

- 25 -

You stumble on an unexpected step down through the door into a dim chamber lit by a green, phosphorescent glow that seems to come from the very air itself.

While you scan the room a shadow within a small alcove comes to life. From it emerges a fungal abomination that slides toward you with a disquieting speed. You note the acrid stench of bile that emanates from the blob and recoil in disgust from the fumes that visibly emanate from its slick, inky-black protoplasmic hide. Their sickly green phosphorence drifts toward you as if under its own will.

You must face this Dark Devourer or die!

DARK DEVOURER: SKILL 5 STAMINA 10

Special Attack - because of the potent acid emitted by this foul abomination, each round after you are first damaged, take an additional 1 STAMINA damage.

Because the Dark Devourer is especially susceptible to fire, you may use a Fire spell



here to reduce its SKILL to one for the duration of the battle.

If you survive this encounter, turn to: 91

If you are bested, turn to: 17

- 26 -

You drape the shiny robe across as much of your body as possible and walk down the tunnel with your torch held out. Despite your experience with the strange and horrific, you are moved to genuine terror by the undulating mass of tentacles writhing within the light's gaze.

You brace yourself as though you were about to enter a violent storm from the safety of a warm cabin and continue walking through the tunnel. You feel a few sharp stings as some of the tentacles find their way under the robe to exposed flesh, but you shudder to think of the consequences of walking the tunnel with no protection at all.

Lose one STAMINA point.

You abandon the robe after passing through

the tunnel and into a hallway lit by a soft blue glow. The illumination appears to be coming from the next chamber.

In its light, you are able to make what appear to be hieroglyphs painted onto the wall of the tunnel.

One set features a cartouche that encircles depictions of a sword, an eye, and a falcon. The other set appears to have been hastily defaced, but you can still make out an sword, a crown, and a falcon.

Continue forward and turn to: 11

- 27 -

You stand before the entrance to the Hall of Fire loosening the muscles in your body and taking deep breaths. You gaze intently at the first fireball as it is methodically launched from the wall near the entrance and slams into the far wall. You can tell that another fireball is launched from around the corner just before the one you see slams into the wall.





If you time this just right, you may be able to dodge them. If you time it wrong ... or if they are not on a regular timer like you believe, or your greeted by another corner with a fireball coming at you ... well, you'll be toast — both figuratively and literally.

You see your window of opportunity open; you dash toward the far wall just behind the fireball streaming ahead of you.

Barely the second after it slams into the wall, you are rounding the corner and running at full speed behind the second fireball.

Unfortunately, there is at least one more corner of fireballs ahead of you!

Test your SKILL! If it succeeds, turn to: 90

If it fails, turn to: 75

- 28 -

You chant the short incantation and a blaze of fire leaps from your fingers down the tunnel. In the light of the fire, you see a horrific, writhing maelstrom of tentacles dangling from the ceiling of the tunnel.

They are burnt to ashes by the profound heat of your magical fire, and as your eyes readjust you see that the tunnel no longer appears as dark as it had. You are able to walk confidently through the tunnel following a soft blue glow that seems to emanate from the chamber beyond.

In its light, you are able to make out what appear to be hieroglyphs painted onto the wall of the tunnel.

One set features a cartouche that encircles depictions of a sword, an eye, and a falcon. The other set appears to have been hastily defaced, but you can still make out an sword, a crown, and a falcon.

Make your way to the source of the blue glow. Turn to: 11

- 29 -

You focus your mind and slowly recite the incantation. In your mind, you see a shadowy figure moving the mirror across the room to face the painted door, which is magically replaced with a passage to a tunnel beyond.

For a moment the figure becomes more distinct, and though you can see it appears to be a wizard, it is not Abkadev. He does look strangely familiar, though his face remains shrouded beneath a hood. It must have been a previous owner of this dungeon.

You come back to your senses and begin pushing the mirror to the other side of the room, reenacting the scene you saw in your mind's eye.

Test your LUCK! If you are lucky, turn to: 42

If you are unlucky, turn to: 71

- 30 -

You are certain this some type rejuvenation potion and take a quick sip from your cupped hand before you can reason yourself out of the folly of drinking strange glowing soups from large stone vats in the underground dungeon of a maniacal sorcerer.

Your carefree attitude toward your physical and mental health pay off! Roll one die and add the result to your STAMINA. You also recall one previously-used spell to your spell list.

If you haven't already, you can investigate the East pit now. Turn to: 21

Otherwise, to leave the room through the door in the North wall, turn to: 99

Or leave through the door in the South wall. Turn to: 64

- 31 -

You feel a light breeze across your cheek but



dismiss it. You must find the treasure and leave this awful place as quickly as possible.

Do you wish to take the stairs downward to the West or continue North along the tunnel?

If you descend the steps to the West, turn to: 3

If you continue on to the North, turn to: 51

- 32 -

You find this tunnel curves around in a horse-shoe shape during the several minutes it takes you to walk along it.

To exit this passage through the eastern South door, turn to: 84

To leave through the western South door, turn to: 99



- 33 -

You feel a light breeze across your cheek but dismiss it. Do you wish to follow the tunnel to the North or to the South?

If you follow the tunnel South, turn to: 92

If you follow tunnel North, turn to: 51

- 34 -

You turn the dials until the pictographs are in order and you pull the lever down. Unfortunately, nothing happens.

Turn back to: 89

- 35 -

You line up the images in order using the dials and pull the lever. A stone wall slides down on the South wall where the tunnel head reached a dead end.

Unfortunately, this tunnel could still mean a dead end for you as another hidden door is triggered on the North wall of the dead end.

A fungal horror crawls from the now-revealed closet and attacks you!

FUNGAL HORROR: SKILL 3 STAMINA 7

Special Attack: A cloud of spores hover around the a Horror searching for new hosts. If you take any damage, you become infected and permanently lose one SKILL point.

If you defeat the monster, you stumble away from fungal reek trailing slime. The stone slab slams shut behind you, returning to its closed position. Turn to: 53

If you are defeated, turn to: 80



- 36 -

"Sky!" You say the answer aloud before catching yourself. You brace yourself for any potential calamities that may befall you, but none are forthcoming. The chamber remains eerily silent, aside from the gentle babbling of the water in the fountain. The orb hanging above the fountain continues to emit a placid blue glow.

Somewhat abashed at your unintentional boldness, you stoop down to take a drink from fountain and feel immediately refreshed. The stink of death has left your nostrils, and the slime and refuse covering you turns to a fine odorless powder before your eyes and is whisked away by a magical wind. You move on from the chamber feeling confident in your chances of surviving this task.

Add a spell that you've already used back to your Adventure Sheet

To leave the chamber by the North door, turn to: 77

- 37 -

You turn the dials until the pictographs are in order and you pull the lever down. Unfortunately, nothing happens.

Turn back to: 89

- 38 -

The tunnel here ends with a fork. You can either continue to the West or to the East. Which do you choose?

If you continue down the West tunnel, turn to: 49

If you continue down the East tunnel, turn to: 56

If you choose to retrace your path South past the shallow pit, turn to: 74

- 39 -

A punch from a guard seems to come from nowhere and you go stagger to your knees, your vision giving the illusion of falling down a dark well.

It is the pain that brings you around out of your stupor much later. You open your eyes groggily and see the vague shape of a guard bent over your waist.

This time there is no mistaking the electric pain that rises from your right leg and your senses gain a horrible clarity.

You are bound by thick rope to a table. A burly-looking guard is slicing into your right leg with a very large butcher's knife. "Get the mallet," he shouts. He is handed a mallet from behind and you see him set the knife against the bone of your leg. He swings the mallet against the flat edge of the knife and it passes brutishly through your femur.

He continues to hack his way through the rest of your leg as your blood splashes out on the table and down the flagstones where rats scurry around lapping it up.

"Oh boy, we're gonna eat good tonight!" The cheers of the guards intermingled with your own frantic screaming is the last thing you hear as you lose consciousness.

Unfortunately, your adventure and your life have ended.

- 40 -

Today is truly your lucky day. You instinctively crawl for the exit and notice you feel progressively less worse the farther away you are from the fountain.

By the time you reach the threshold, you are able to walk normally; as you rest to gather your wits, you see the throbbing, pulse-like green light coming from the orb above the fountain slowly drift back to its calm blue.



The various bodily fluids you were expelling not long before turn to a fine dust and are whipped up and away by a magical wind. You look down at your own doubly-befouled garb, your own stench like a potent aura surrounding you, and ponder the inherently relative nature of luck.

Lose one unused spell of your choice from your Adventure Sheet along with two points from your STAMINA score.

Pick yourself up and turn to: 77

- 41 -

Normally, you wouldn't bother to root around in a stinking charnel pit such as this, but you know that in a mad wizard's dungeon secrets can be found in the strangest of places.

You are in a large circular room with a floor comprised largely of metal grates. All manner of offal fills the room, from the dismembered corpses of humanoids and other animals to rotten vegetables and piles of feces. Covering all the detritus is the soft green glow you noticed on the sacks in the stock room; what sort of experiment could Abkadev be performing here?

Your thoroughness pays off when you notice a string loop hanging from one the floor grates. You pull up the string and tied to the end is the **Iron Key!** You try to wipe off the filth as best you can and stash it in your pack.

ADD THE IRON KEY AND 6 GOLD TO YOUR ADVENTURE SHEET.

Leave this filth and turn to: 93

- 42 -

The mirror is quite heavy, but you manage to move it all the way over to the painted door so that it directly faces it. When you pull away the cloth, a doorway suddenly appears without warning or other effect. It leads to another

hallway, much like those you have travelled already.

Continue onward; turn to: 15

- 43 -

You notice nothing unusual about the tunnel other than the floor abruptly ends — you can't tell how far the other side is.

If you have the Levitate spell, you can use it to fly across the chasm to the other side. Wiggle your nose and turn to: 12

If you do not have Levitate memorized, then you appear to be stuck. Rather than admit defeat and end this adventure, you could risk it all and take a long flying leap into the darkness. If that is what you choose to do, turn to: 23

- 44 -

The two guards linger for a while at the entrance, drinking from a shared wineskin and passing the time in the shadow after the heat of the ripening day. "There's a rumor the chief hasn't heard from the big boss in weeks," says one guard, a hard-looking man dressed in crude animal skins but carrying what is obviously finely-smithed steel at his side.

"There's a rumor what says those who don't know better should keep their mouths shut," says the other - a large orc, clad only in a metal skull cap, loincloth, and moccasins. He leans casually against a war-axe almost as large as himself. "If I told you once, I told you a hunnerd times - as long as the food and gold keep comin', who cares?"

The mannish guard eyes the orc seriously. "We're only paid out until the end of summer, and there's been no word of an extension."

The orc waves his arm insouciantly, "so what then? We leave when the gold runs out. Maybe



take some of the big boss' trinkets with us." They both seem to consider this last statement as they fall silent for a few minutes.

At length, they pick up their belongings and stand in front of the door. The man walks forward and makes a series of quick hand gestures across its surface. At this, the strange door opens into what looks like a normal cave.

If you have the Illusion spell memorized and would like to use it here to sneak inside, turn to: 81

If you would like to bribe the guards with the Fool's Gold spell, write down the amount of fake gold you'll conjure for the bribe and turn to: 52

If you choose to attack the guards to gain access to the door, turn to: 70

- 45 -

You stand for a long while trying to reason out the puzzle before you. In the end, you suspect that by pointing the mirrors toward each other, they will activate a magic door ... or a magic trap. You must progress, however, so you decide to risk it.

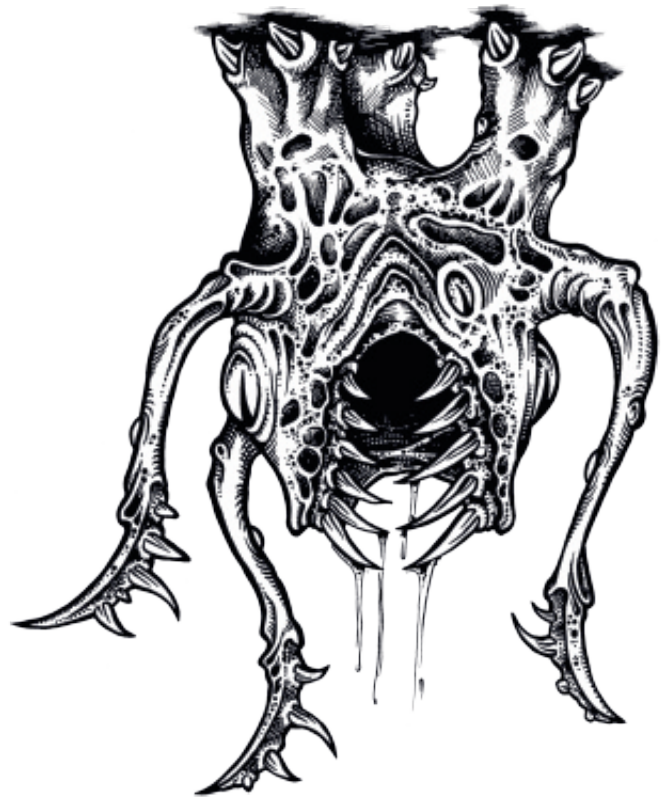
Turn to: 63

- 46 -

You cross the large, columned chamber shrouded in pitch blackness. The chamber is utterly silent, wrapped in the nothingness of the dark, with only the light echo of your footsteps to disturb its repose.

As you near the middle of the chamber, you are aware of an almost-imperceptible but extremely quick onrush of wind. You sense a very large physical presence rushing at you in the darkness. It is the Great Grimm!

GREAT GRIMM: SKILL 5 STAMINA 15



Special: Because of the darkness you fight with a -1 to your SKILL score.

If you have the Fire spell memorized, cast it now to begin the battle – giving you enough light to remove the SKILL penalty. If you wish, you can also Test your LUCK; if successful, the Fire spell also does five points damage to the creature.

Aside from, or in addition to, using the Fire spell, you may also (on a separate turn from using the Fire spell or making an attack), use the Weakness spell if memorized. Doing so reduces the Grimm's SKILL to a score of three.

If you succeed in defeating the monster, you find no treasure ... only the brittle and broken bones of the Grimm's past victims. Turn to: 5

If you fail, then your own bones become part of the Grimm's collection, lining the walls in great heaps, forever entombed in darkness. Unfortunately,



your adventure and your life have ended.

- 47 -

You walk hesitantly to deeper into the tunnel, trying to stay as low to the ground as possible. You hear a soft but powerful rustling above you.

As you move deeper into the tunnel, it you begin to feel the air shift and the liquid rustle above grows deeper and louder until you feel what could only be described as hundreds of silken tendrils caressing the length of your body.

Within seconds, their touch is burning into your skin through every unprotected part of your body. You push forward faster, but it is a fight against a swirling maelstrom of malignant stinging tentacles.

Roll one die and add three to the result.



Subtract the total from your STAMINA.

If you are still alive, turn to: 98

If not, turn to: 48

- 48 -

The last thing you experience before losing consciousness is a feeling of weightlessness as the tentacles lift you up toward the ceiling and the fuzzy blanket of stinging pain wrapping itself around every part of your body.

You try to scream, but are unable as the writhing mass of preternatural tentacles seem to fight with other over the honor of penetrating your mouth, reaching down your throat into your stomach and lungs to spread their acid.

Here your body will hang, cradled in the ever-writhing black mass of glossy tentacles until it has been completely digested by them.

Unfortunately, your adventure and your life are over.

- 49 -

You walk for several minutes before you come to a corner. You peer around it but find only a dead end.

As you are walking back toward the shallow pit, you notice a grate in the floor of the tunnel. It appears to be slightly ajar.

If you want to open the grate and lower yourself into whatever lies beneath, turn to: 95

Otherwise, turn to: 38

- 50 -

Searching the alcoves the skeletons emerged from reveals a few gold pieces and a lever that raises the metal bars when you engage it.



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Roll one die and add the number to your Gold.

You open the door and continue on to the next room. Turn to: 25

- 51 -

You follow the tunnel on a relatively straight path for several minutes. Lit torches line the wall, but the light they emit is not enough to keep the gloom of this place at bay.

You come to an open door that leads into another passage that turns sharply to the left. Was that movement you heard from the corner, or only the flames of the guttering torches that line the walls? *Roll for Wandering Monsters.*

If you defeat the threat, turn to: 74

Otherwise, you have died an unheroic and purposeless death in the bowels of this dark and remote place. Unfortunately, your adventure and your life have ended.

- 52 -

You gather handfuls of the dry dirt and small rocks that litter the floor of the cave into your coin-purse and say the incantation over it, rendering the worthless rocks temporarily into brilliant golden nuggets and dust.

You then approach the pair from the shadows, loudly clearing your throat so they aren't taken completely by surprise.

"Hello there, gentlemen," you say as casually as you can. "I have a business proposition for you if you're interested."

"Is that so?" says the orc guard incredulously. You notice the two square up against you menacingly.

"You should know that your 'Big Boss' - a mage named Abkadev - has been defeated in battle, so there won't be a renewal of any contract you may have had with him. All I ask

is passage into the dungeon, and in exchange I'll be happy to pay you for the privilege with this fat sack of golden nuggets here for you if you agree." You bounce what appears to be a large coin purse of gold nuggets. Gold dust leaks from the top and the seams.

At the mention of Abkadev, the Mannish Guard fixes you with a quizzical expression and is about to offer a remark when the Orc Guard stops him and reaches out for your coin purse full of the bogus gold. "Look buddy," the orc says, "I don't know who you are, but for that much gold you can keep the whole place for all I care."

He cradles the bag in both hands, trying to lose as little of the gold dust as possible. "Thanks for doing business with you," says the orc slyly and ushers you through the door with mock grandeur.

As you walk in, you notice the guards happily walking away from the cave, on to another adventure, no doubt.

Venture forth into the dungeon - turn to: 59

- 53 -

You walk along this long tunnel, dimly lit with magical torches that appear to be quite normal, other than the fact they never burn out. They will like continue to burn away for thousands of years, you muse.

The tunnel is impassable to the North, your only option is to head South. The tunnel bends to your left, continuing a short way East before ending in an open portal. Light waves through the door across the walls - the tell-tale sign of water.

Turn to: 73

- 54 -

You quickly strip down and test the water with your big toe. Surprisingly, it feels perfectly temperate; you had guessed it would be chillier.



The basin is deep enough that you are able to sit down so that you are submerged up to your neck.

You are wiping away the grime and excrement when a sudden and powerful lethargy overtakes you. At the same time the orb hanging above changes from its calm blue to a deep and all-consuming red. Under the violently pulsing light, the water within the pool turns into a hard resinous substance and you are trapped.

Hours later when the guards arrive, there is little left of your mind. Even the training you received from M'Nop against psychic attacks was not enough to prepare you for hours of an onslaught like this.

You hear the first guard say "I'm not cleaning this mess up" as they enter the room. The jelly you've been stuck in turns back to water and rough hands grab your arms and lift you from the basin. The first guard looks you up and down and says "oh, this is going to make for some fine eating tonight!"

You stare in mute horror as the other guard appears in your sight and peers down at you, licking his lips. "Mighty tasty indeed, if I do say so."

If you were able to scream any longer, you would have been doing a great deal of it for the next several hours as you are roughly skinned and butchered for the guards' supper. Unfortunately, your adventure and your life have ended.

- 55 -

You easily jump to the ledge in the Southeast corner of the room, but as you do so the stone path lurches and sinks quickly back into murky depths of the pool. It appears that path is no longer usable.

Turn to: 78



- 56 -

You follow the tunnel ahead for about 10 minutes, before it ends abruptly. It appears that whoever (or whatever) carved these tunnels stopped here.

You must head back. Turn to: 38

- 57 -

You walk along the corridor for several minutes. It becomes increasingly well-lit and terminates in a tunnel staircase that winds it's way upward.

Your ascent does not take long, and when you emerge into the chamber at the top of the stairs, your breath is taken away.

Before you lies a great round metal door, with a diameter of at least two large men. It fairly crackles with eldritch energy, and is inlaid all about with precious metals and jewels.

For a few minutes, you wonder if this is the treasure itself, but upon closer inspection you see three keyholes, each outlined in the appropriate metal: iron, gold, and silver.

If you have collected the three keys on your Adventure Sheet, turn to: 100

If you haven't, then you must return to the dungeon to locate the keys. Turn to: 18

- 58 -

You walk a short distance up the tunnel when it opens up again into a pit only barely able to be jumped.

Because the tunnels are better lit here, you can see somewhat into the pit and you can tell it is only a few feet deep. Furthermore, you see a rope ladder somewhat concealed at the far end.

Perhaps security is somewhat less lax farther in because they don't expect anyone to make it this far, you muse to yourself.



After lowering yourself into the pit, the glint of metal catches your eye from the floor which is relatively free of trash and refuse.

You pick up a Sturdy Metal Bar. You can sense magical residue emanating from it and wonder how it came to be in this pit.

If you have E.S.P. and would like to use it on the bar, turn to: 94

Otherwise, you stash the bar in your pack for later study and climb the rope ladder to the other side. Turn to: 38

- 59 -

The passage from the entrance is wide and well-lit, but it twists in corners that it make it difficult for you tell if someone — or something — is approaching. *Roll for Wandering Monsters.*

If you are victorious, turn to: 24

Otherwise, you have been slain in a most heinous and untidy manner. Unfortunately, your adventure and your life have ended.

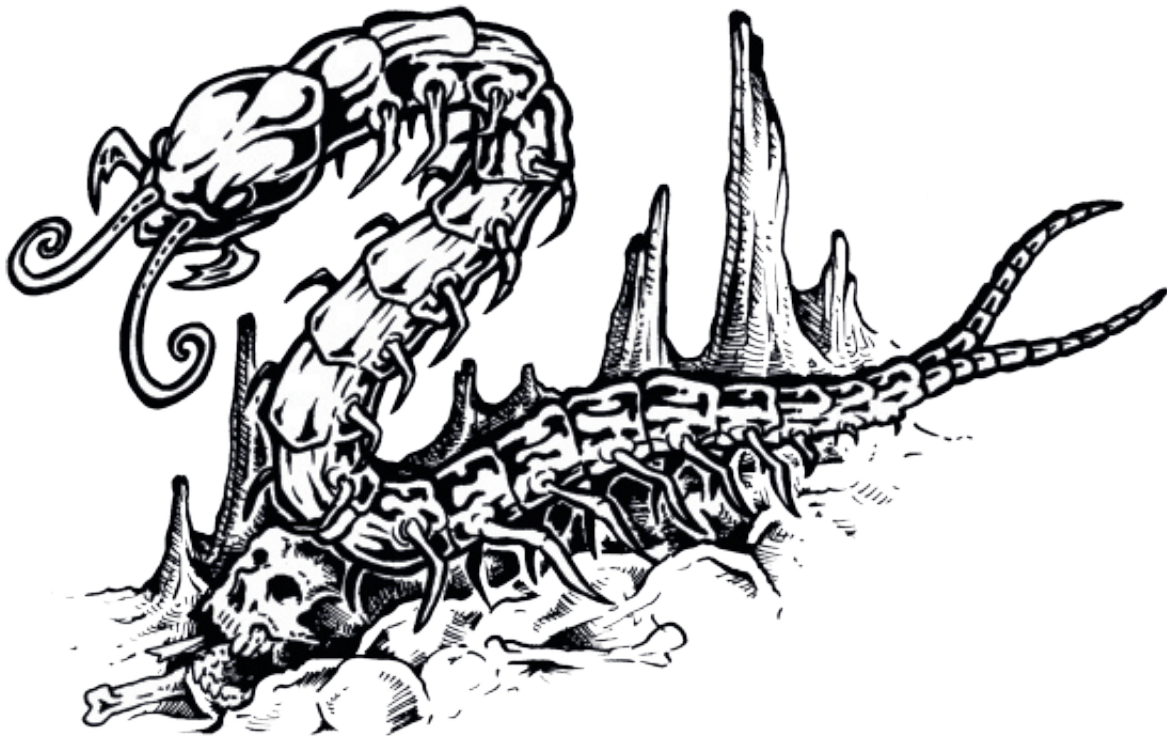
- 60 -

On the left-hand wall, you're able to feel a narrow ledge that continues on a few feet past the tunnel wall. You inch along the ledge until your back is pressing against open air.

You've discovered a closet of sorts, with a spare torch and a pair of wooden planks that appear to be used for crossing the tunnel by the guards, no doubt. And a handy find for you.

You see a dim flicker coming from the floor; when you investigate you see an iron grate offering a view to a sewer or another refuse room of some sort. You shudder from the memory of your experience in the last one, but you also catch a glint that looks very much like gold.

You push the heavy planks across the chasm in order to form an impromptu bridge, and it works marvelously. With your new torch held out in front of you and new resolve in your heart, you cross the chasm. Turn to: 12





- 61 -

You lay on tiled stone near the dais for what seems like hours, though in retrospect could only have been several minutes.

The pulsing yellow-green filling every corner of your consciousness, driving out everything else from your mind. Your thoughts whirl like a maelstrom and your blood pulses in time with the throbbing, evil light.

Eventually the pulsing light subsides and returns to its former soft blue glow. You pull yourself, feeling gaunt and still covered in excrement. You walk feebly to the exit at the far end of the chamber and continue your adventure.

Lose two unused spells of your choice from your Adventure sheet along with two STAMINA points.

When are ready to continue onward, turn to: 77

- 62 -

You attempt a half-hearted search of the room, but quickly abandon the grisly task. You are headed toward the far exit with your arm to your face to ward away the horrible smell when you see a strange twinkle out of the corner of your eye.

Investigating, you find a loop of thick string hung in a sewer grate. Attached to the other end of the loop is the **Iron Key**!

ADD THE IRON KEY TO YOUR ADVENTURE SHEET.

To leave this foul chamber, turn to: 93

- 63 -

You remove the cloth that is draped across the mirror and push it so that it faces the mirror hanging on the wall.

There is a bright flash, and when your eyes readjust to the dimness of the underground hall, you see that you aren't alone. You can scarcely believe your eyes, however, as the person who stands before you is ... you!

Your doppelgänger stares at you for a minute or so before launching into an all-out assault.

This monster has the same SKILL and STAMINA as you, but will not use spells you've memorized against you.

If you defeat your evil twin, you wipe the blood from your sword and reason that you probably should have gone with your gut instinct and place the mirror in front of the door drawn on the wall. Oops! Turn to: 42

If you are defeated, turn to: 8

- 64 -

You are in another long tunnel that heads from North to South. A few of the magical torches near the middle are not lit for some reason.

Roll for Wandering Monsters.

If you defeat the threat, and would like to travel North, you walk for several minutes before coming to a wooden door. If you wish to open it, turn to: 76

If would rather travel South after slaying the monsters, the passage terminates with a wooden door set into the West wall. Open it and turn to: 78

Otherwise, if are defeated then you have died an unheroic and purposeless death in the bowels of this dark and remote place. Unfortunately, your adventure and your life have ended.

- 65 -

Even the relative dimness of the sparse



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torches lining the walls of this tunnel are a welcome relief after the previous darkness. The tunnel bends right, now heading North.

Turn to: 57

- 66 -

You clean the mucus-like slime of the cockroach's innards from your sword as best you can and pocket the Gold treasure.

ROLL ONE DIE AND ADD THE NUMBER TO YOUR GOLD ON THE ADVENTURE SHEET.

Leave this foul sewer. Turn to: 38

- 67 -

You walk for what seems like an eternity through the narrow and dusty corridor. Ancient spiderwebs line the walls, which have been rudely cut from the solid stone.

The tunnel turns to the left twice while you walk it, and eventually the dust and cobwebs become less frequent. You see more recent signs of activity. Although more activity could mean trouble if you're not careful, it is strangely comforting after your dark and lonely sojourn.

You come to another fork in the tunnel; this area is better lit and you reflect on the preciseness of the tunnel angles, though they were carved from living rock, not laid as bricks.

Steps lead downward just out of sight of the guttering torch. A light breeze passes across your face from an unusual direction.

Test your SKILL! If you succeed, turn to: 79

If you fail, turn to: 31

- 68 -

You're running now, reaching out to the apparition of a long-dead childhood friend when the weightlessness hits you — you're falling!

Roll one die. Add one to the result and deduct that from your STAMINA.

If you are dead, then you can take comfort knowing that your body will provide much-needed nourishment to the prodigious population of cockroaches that call the underdungeon their home.

If you survive the fall you notice a ladder leading up the far side of the pit from where you stumbled in. You mount the ladder and climb to the top of the pit just as the floor comes alive with the skittering sound of a horde of monstrous cockroaches. Turn to: 12

- 69 -

Not long after leaving the stock room, you notice a powerfully foul smell coming from ahead. As you enter the dim room, the ghastly stench brings you to your knees, retching. Your eyes take a few minutes to adjust to the darkness, and you begin to make out great heaps of faintly glowing garbage.

You shudder and turn away as you make out the forms of humanoid limbs and torsos mixed in with the debris. Bent over, you can't help but notice the strange beauty of the soft green glow that plays strangely across this hellscape in miniature.

It is only now that you notice movement among the garbage piles and the horror of this





realization breaks your reverie. With an uncanny quickness, three gigantic maggots, each the size of a small pony, leap out of the haze and attack you!

GIGANTIC MAGGOT: SKILL 3 STAMINA 4

GIGANTIC MAGGOT: SKILL 3 STAMINA 4

GIGANTIC MAGGOT: SKILL 3 STAMINA 4

If you are defeated by the creatures, turn to: 2

If you defeat the foul creatures, perform a skill check. If you succeed the check, turn to: 41

If you fail the check, turn to: 62

- 70 -

You rush from the shadows, taking the two guards by surprise. Being trained killers, they are ready for anything so your advantage does not last long.

MAN GUARD: SKILL 5 STAMINA 5

ORC GUARD: SKILL 4 STAMINA 6

Special: You may cast one Weakness spell for each guard you wish to weaken. Reduce the SKILL of each target by two points.

If you defeat the guards, enter the door to the dungeon and turn to: 59

If the guards defeat you, turn to: 14

- 71 -

As you move the heavy mirror across the room to face the painted door, the cloth draped across it falls off. You pay no heed until you shove the naked mirror across from other mirror hanging on the wall.

There is a bright flash, and when your eyes

readjust to the dim underground hall, you see that you aren't alone. You can scarcely believe your eyes, however, as the person who stands before you is ... you!

Your doppelgänger stares at you for a minute or so before launching into an all-out assault.

This monster has the same SKILL and STAMINA as you, but will not use spells you've memorized against you.

If you defeat your evil twin, wipe the blood from your sword and turn to: 42

If you are defeated, turn to: 8



- 72 -

You face the Hall of Fire and clear your mind, focusing all your mental energies upon it. As the chant of the incantation leaves your lips, your mind follows the words through the corridors and around the corners.

Near the middle you see an arcane crystal. You know this is the power source. While it is encased in glass and cannot be removed in the short time you will have after reaching it, a button protrudes from a panel below it. You



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sense that pushing the button will halt the fireballs for a time, allowing you to pass the rest of the way without harm.

You gain a permanent bonus of 2 to all SKILL tests made in the Hall of Fire. Add this to your Adventure Sheet notes.

Continue onward and turn to: 27



- 73 -

You are standing on the a ledge overlooking a warehouse-sized room, the bulk of which appears to be a dark pool of water. You do not see bubbles or waves breaching the still surface of the water, but you do not doubt that some horror lies in wait within the inky depths.

As if to confirm your suspicions, a glistening tentacle inches out of the water, it's grasping suckers a lurid purple. You swipe at it with your sword and it descends lazily back below the surface of the pool, as if unconcerned with the damage you dealt it.

There is another ledge like this one across from you in the Southeast corner of the room.

Another, larger ledge occupies the North side of the room.

Examining your surroundings, you see ladders rising out of the water for each of the three elevated surfaces, so you could chance a swim if you need to. There is a copper panel that has a slot for a detachable lever inlaid in the stone wall on your ledge.

If you have the Sturdy Metal Bar and would like to insert it into the slot on the wall, turn to: 97

If you have already used the Sturdy Metal Bar, then it is inert, frozen in place. It can no longer be used.

If you have the Levitation spell memorized, you may use it to travel anywhere around the room unhindered. The spell expires once you leave the room.

If you would like to chance a swim, each time you travel across the room you must roll two dice.

On a roll of 10 or above, you manage to swim to the other ledge before the tentacles can grab you. On a roll of 7-9, you are grabbed by a tentacle but manage to fight it off, taking two STAMINA points in damage.

A roll of six or below means certain death as you are strangled below the otherwise calm surface of the pool. However, if you are able, a successful LUCK check will allow you to escape. In that case, return to the ledge that you departed from.

To make your way to the large ledge on the North side of the room, turn to: 13

To make your way to the ledge and door in the Southeast corner of the room, turn to: 78

If you would like to leave this room



through the opening next to you, turn to: 53

- 74 -

You continue along the torch-lined tunnel for several minutes before coming to a fork. You can continue on straight, or follow a branching tunnel to the left that heads North.

To take the tunnel that heads North, turn to: 58

To continue East, turn to: 89

- 75 -

You see some sort of a panel on the wall as you are running to keep pace behind the fireball, but you are too focused on how to get around the next corner. Too late you see that the panel houses an arcane crystal, and you are already a few steps past it. You skid to a quick stop and turn to run back and push the button that protrudes from the panel, but are too late.

A fireball literally slams into your face, melting it off your skull. It is a shame your brain is instantly boiled in your skull, otherwise you would have appreciated the humor of having your face literally melted.

Your body, laying mere inches away from the panel and the fireball-stopping button it frames, is cooked over the next several hours, filling the nearby halls with the succulent aroma of meat. None of the denizens dare retrieve it, however — they know they will also become barbecue upon the attempt.

Your desiccated remains eventually catch fire and your body and possessions are burned away to dust. Unfortunately, your adventure and your life have ended.

- 76 -

You enter a room that veritably sparkles with energy. A bright green light infuses everything: a collection of immense mushrooms, lichens, and molds of all sorts adorn every spare inch.

You see two circular pits in the center of the room. You can investigate these if you wish. A door is set into the North wall.

To search the East pit, turn to: 21

To search the West pit, turn to: 85

To leave the room through the North door, turn to: 99

If you wish to leave by the South door, turn to: 64

- 77 -

You enter the room beyond which is empty aside from two mirrors. One, full-length with a stand sits near the opposite wall, draped in a rough canvas cloth.

The other hangs on the wall between the door you entered in and what appears to be a painting of a door at the far end of the room. The room is otherwise bare.

Test your SKILL! If you succeed, turn to: 96

Alternatively, if you have the E.S.P. spell memorized, you can use it here. Turn to: 29

If you fail the SKILL check and do not have E.S.P. memorized, turn to: 45

- 78 -

You are standing on the ledge in the Southeast corner of a cavernous room covered mostly in a deep pool of inky black water. Gentle waves break the still surface of the pool; a purplish-black tentacle gently probes the edge where you stand.

A large raised area on the North side of the room appears to contain a small pool. There is another ledge with a doorless opening in the wall at the Southwest corner of the room.

You spy ladders leading out of the water at each of the raised areas — you could swim



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across the room, though you'll surely have more tentacles to deal with.

If you have the Levitation spell memorized, you may use it to travel anywhere around the room unhindered. The spell expires once you leave the room.

If you would like to chance a swim, each time you travel across the room you must roll two dice:

On a roll of 10 or above, you manage to swim to the other ledge before the tentacles can grab you. On a roll of 7-9, you are grabbed by a tentacle but manage to fight it off, taking two STAMINA points in damage.

A roll of six or below means certain death as you are strangled below the otherwise calm surface of the pool. However, a successful test of your LUCK will allow you to escape. You are only able to make it back to the ledge you departed from.

To make your way to the large ledge on the North side of the room, turn to: 13

If you would like to travel to the Southwest ledge, turn to: 73

If you wish to travel from the room through the door, turn to: 64

- 79 -

You feel the breeze across your cheek and turn to examine the tunnel wall across from the steps. When you get close you notice that for a short distance in this spot the stone wall contains ornate brickwork that seems to be designed to blend in with the stone wall.

You feel around the edges until you find it - reaching deep into a crack between bricks, you feel a spongy, membranous nob. Holding back your revulsion at the hidden warm spongy thing throbbing in your hand, you give it a squeeze and a portion of the wall magically slides down into the floor. Beyond the secret

door and short passage is another tunnel like the one you left leading to the left and to the right.

If you choose to go left to the North, turn to: 57

If you choose to go South, turn to: 18

If you change your mind and go back through the secret passage, go back to the previous passage and choose a different route.

- 80 -

You swear you are able to feel the mold take root around your eyes, nostrils, and lips as you succumb to the miasma of spores surrounding the fungal abomination that now covers you in a soft blanket, injecting you with more spores before slithering away.



The putrefaction of your rotting corpse is slowly covered with a furry shell of mold and fungus for the next few months. Your body lies there, forgotten for years, a breeding ground for countless spores that slowly disperse throughout the dungeon, eventually covering and consuming every organic thing within. Within a decade the dungeon is completely overrun, a furry green blank covering every surface. Unfortunately, your adventure and your life are over.

- 81 -

As the guards walk through the door, you hurriedly chant an Illusion spell to cloak



yourself in invisibility and you scamper through the door just as it closes shut. The two guards didn't hear you and you are able to find a dark recess in the wall to wait while they wander back to wherever they were headed.

After waiting an hour, you decide to move on to the North. Turn to: 59

- 82 -

You wipe the blood from your sword and look around the crude dwelling. You search through the guards' belongings and find some gold and a few valuable gemstones.

You scan the room and notice a barred door on the East wall across from the door you entered.

To your left is a well-lit hall leading from the guards' chamber and ending with a wooden door.

ADD 20 GOLD AND 3 JEWELS TO YOUR ADVENTURE SHEET.

If you choose to walk North to the door at the end of the well-lit tunnel, turn to: 16

Otherwise, to open the door on the East wall turn to: 87

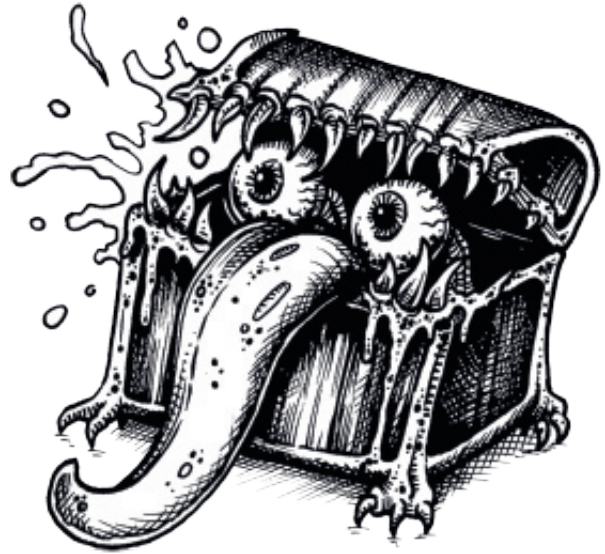
- 83 -

You follow the tunnel for several minutes, the magical torches growing sparse. You reach a dead end and what appears to be a fair-sized chest.

Alert for traps, you do not reach out to open it. Which is just as well, because you see it shuffle toward you after you've stood near it for a moment. Before you can say Mimic, it attacks!

MIMIC: SKILL 2 STAMINA 10

If you defeat it, roll one die and add the result to your Gold. Go back to the intersection and turn to: 99



If you are defeated, the last thing you hear as you drift into the eternal slumber of death is the crunching of your bones as the Mimic devours your body, gear and all, in its powerful metal jaws. Unfortunately, your adventure and your life have ended.

- 84 -

You are standing at the entrance to Hall of Fire. You know this because it is engraved on a bronze plaque set into the wall next to where you stand. Attempting to safely peer inside, you understand from whence it received its name.

It appears to be a tunnel that has been delved in a series of corners forming a short snaking pattern. Magical fireball dispensers are set into a number of the corner walls and dispense with fiery balls that travel down their respective corridor and explode upon the far side. The process repeats every few seconds, making it completely unpassable. Though it does look like it may be possible ...

You know that the fireballs will be positioned so that dodging them will be possible, or even easy, from either entrance. However, once the would-be fireball dodger has turned the first corner or two, they find themselves trapped



with nothing but a fiery death as the result.

If you have the E.S.P. spell memorized and you wish to use it here, turn to: 72

Otherwise, you can take your chances dancing around the corners to avoid the fireballs. Turn to: 27

- 85 -

Like the other pit, this one is filled with a softly glowing broth of bright green algae and fungi. You prod the soup with your sword to no avail.

The soupy mixture brings to mind a passage you read some years ago from an alchemical treatise. This soupy mix could be a potent rejuvenation potion.

If you want to take a gulp of the algal broth, turn to: 30

If you haven't already, you can investigate the East pit now. Turn to: 21

Otherwise, to leave the room through the door in the North wall, turn to: 99

Or leave through the door in the South wall. Turn to: 64

- 86 -

As your vision begins to dull, the last thing you see are the two skeletons kneeling on either side of you, holding their swords point down with both hands as if praying, but instead and stabbing you mechanically over and over.

They continue their clockwork-like motions for the next year as your body decays completely in the unending magical light of the corridor. Eventually, when all but your bones and equipment are dust they rise together and march back their respective alcove. A stone wall once again appears in front of them and silence reigns once more. Unfortunately, your adventure and your life have ended.

- 87 -

You unbar the door and open it. Beyond lies a short passage with stairs leading up.

You ascend the stairs to another tunnel that leads North to the left and to South to the right. You feel a slight breeze across your face.

Test your SKILL! If you succeed, turn to: 79

If you fail, turn to: 33

- 88 -

You dig through the various crates and shelves in the armory and find a beautiful sword that gleams even faintly in the dark. While your own blade is exceptionally made, this far surpasses it in both material and balance. It almost feels as if it were made for your hand. Alas, you see no sign of the keys.

Remove your old sword from your Equipment and add this sword. Feel free to give it an interesting name, for it is enchanted! While this sword is equipped, you gain +1 SKILL in combat situations.

To continue onward deeper into the dungeon, turn to: 69

- 89 -

You come to a dead end in the tunnel, but notice three dials and a lever set into the wall. On each of the dials is a picture with a number next to it.

You see an **Eye** (22), a **Sword** (5), a **Crown** (7), and a **Falcon** (8).

It appears this is a magical combination lock. In order to proceed, you will need to set the dials to the correct





combination and pull the lever.

Add together the number values for the three pictures you've chosen and go to that passage.

- 90 -



KEY ON YOUR ADVENTURE SHEET.

You make your way back to the guard's room and exit through the far door.
Turn to: 87

- 92 -

You walk for some hours through a pitch black tunnel. You notice that it curves to the right twice, and when you eventually emerge from the darkness you see that you've arrived back to branch leading to the Guard's Chamber.

You walk through the chamber and back to the tunnel where you began the dark sojourn with nothing to show for your efforts aside from a chill.

Continue along the tunnel past the Guard Chamber; turn to: 51

- 93 -

Though you are anxious to leave the befouled chamber, the tunnel ahead is ominously dark. Considering how well-lit the corridors have been so far, you are immediately suspicious.

As you wave your torch around looking for some sort of clue to what possible trap may lay in wait for you, the darkness in the tunnel beyond seems to sway in the corner of your eye. When you turn to face the tunnel and hold your torch forward, the effect only becomes more pronounced.

A delicate black tentacle reaches out of the passage but jerks away from the fire of your torch.

If you choose to carefully examine the area around you, *Test your SKILL*. If

As you are running, you see a panel housing a magical crystal. Every instinct you have steers you toward the panel; you slam the flat of your palm against the button that sticks out of the panel beneath the crystal housing and the fireballs instantly dissipate in a cloud of downy white goose feathers.

That is certainly odd, you think to yourself. The dispensers continue to work, though now they spit out mounds of feathers by the bushel.

You consider what will happen when the dispensers resort back to shooting giant magical orbs of fiery death, and how there will be no dodging great mounds of burning goose feathers when that happens.

You shudder a little and leave the twisting Hall of Fire (and Feathers, you think wryly) as quickly as possible.

If you are heading North, turn to: 32

If you are heading South, turn to: 10

- 91 -

You look around the chamber and find a coin purse with twelve Gold Coins and three Jewels stashed just inside the alcove where the Devourer made it's bed.

You catch the glint of medal on the wall above the alcove and find the Silver Key hanging on a leather thong that has been carefully tied to a large nail. You remove the key and stash it carefully in your pack.

The only egress is the door from which you entered.

RECORD 12 GOLD, 3 JEWELS, AND THE SILVER



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you succeed, turn to: 7

If you have the Fire spell memorized and would like to use it here, turn to: 28

If you have no other option, you will need to proceed as best you can through the tunnel. Turn to: 47

- 94 -

You grip the bar in your hands and focus all your mental powers upon it. The world of the real drifts out and then back into focus. You still grip the bar, but now your hands are large and rougher. You are walking along the tunnel, a guard at your side.

"Now don't lose that, OK?" The hobgoblin guard looks meaningfully at you. "You lose that and we're in for it for sure. That's the last lever we have to raise the bridge."

You nod your head dully. You slip the bar in your belt like a weapon and climb down into the pit. As you walk along, it slips from your belt and lands quietly in a pile of cave moss.

As you reach toward the rope ladder, the world once again loses focus. When everything returns to normal, you are still holding the bar in your hand.

You carefully pack the bar into your bag so that it can't slip out and continue along your journey. Turn to: 38

- 95 -

You descend into what appears to be a sewer, though it ends not far from where you descend. A trickle of green slop that glows softly in the darkness makes it's way into a trough at the end. It appears to be flowing into some other pipe or corridor, but you can only guess exactly where it's headed.

In the other direction, the corridor seems to follow the tunnel above it, making a sharp left turn after several minutes of walking.

A large, but low-ceilinged room opens up

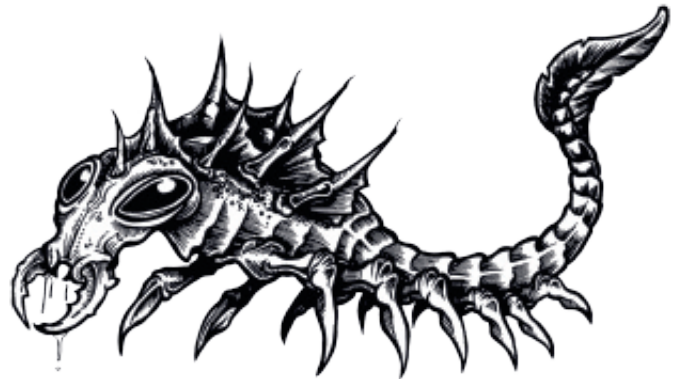
around the corner. You notice another grate that appears to open into a part of the dungeon you've already traversed.

You see a small horde of Gold in a pile on the floor here, but as you reach for it a giant cockroach leaps from the shadows and attacks!

GIANT ROACH: SKILL 2 STAMINA 16

If you defeat the monstrous bug add seven Gold to your Adventure Sheet and turn to: 66

Otherwise your purpose is to now serve as a breeding pod and food source for its hundreds of future offspring. Unfortunately, your adventure and your life are over.



- 96 -

In your magical research and studies, you've heard of devices named "mirror doors" - created and activated by binding a mirror magically to a particular space on a vertical surface. The resulting door can lead to anywhere. You guess that regardless of where in space or time this door will lead, it will be where you need to travel.

Test your LUCK! If you are lucky, turn to: 42

If you are unlucky, turn to: 71



- 97 -

You insert the Sturdy Metal Bar into the slot and pull downward. You hear what sounds like the squealing and groaning of large metal gears coming from a distance. The water begins to churn with movement from beneath, then a stone pathway emerges.

This new path rests level with the other ledges and connects the ledge you are standing on with the large ledge to the North. There is still a short gap between the path and the door ledge in the Southeast corner of the room, but it looks easily jumped.

If you walk to the North end of the room, turn to: 13

If you wish to jump over to the ledge with a door in the Southeast corner, turn to: 55

- 98 -

After what feels like an eternity, you finally exit the tunnel. Because of the black tentacles' apparent aversion to the fire of your torch, it may have saved your life. But you still bear numerous blotchy scars on your skin that sting with every movement you make.

The tunnel ahead is filled with a soft blue glow. In its light, you're able to make out what appear to be hieroglyphs painted onto the wall of the tunnel.

One set features a cartouche that encircles depictions of a Sword, an Eye, and a Falcon. The other set appears to have been hastily defaced, but you can still make out a Sword, a Crown, and a Falcon.

Make note of the hieroglyphs and stagger toward the blue light coming from the next chamber. Turn to: 11

- 99 -

This tunnel heads South to North for several hundred feet before forking to the West and North.

Do you wish to follow the tunnel to the North? If so, turn to: 32

If you want to follow the tunnel to the West, turn to: 83

Otherwise follow the tunnel South to a wooden door. Open it and turn to: 76

- 100 -

You fit the three keys into their respective keyholes: iron, gold, and silver. The door begins to hum and vibrate, so you take a step back. The many jewels that adorn its surface emit a rainbow panoply of colored light across the chamber and then the door fades into a mist.

As you enter the treasury, magic torches flicker to life and your eyes are assaulted with a constellation of glinting jewels and precious metals. Though you're no stranger to wealth or valuable treasures, the sight still takes you aback.

You realize that you will only be able to carry a small fraction of this treasure out of the dungeon with you. Thanks to your dismantling of the security guarding this treasure horde, it will likely be scattered to the four winds. You make a mental note to tell the location to the surviving townspeople; it is small compensation for their staggering tragedy, though at least the treasure will help the survivors in rebuilding.

You fill your coin purse and jewel sack to overflowing before realizing what you really came here for: the Tome of Vyxx.

You see the Tome of Vyxx closed and resting atop a reading lectern toward the back in an alcove. As you walk toward it, a cloud appears in flash before you!

Your master M'Nop walks out of it, waving away the smoke. "I see you've penetrated my old enemy's defenses. Good work." He walks over to the lectern and picks up the Tome of Vyxx. A large smile comes across his face, but you see that has an uncharacteristically unsavory quality to it.



"I suppose I don't need to maintain this ridiculous farce any longer." He waves a hand, and suddenly it is no longer your master M'Nop that is standing before you, but the evil arch-fiend Abkadev!

"You pathetic fool! Did you not recognize this place? I suppose not — a shame that coward M'Nop never told you about it!"

You are numb with shock, not sure what to believe. You know that M'Nop has secrets even he has forgotten, but to be so totally taken in by Abkadev's illusion. You question your own competence as much as his ability. "What? How?"

Abkadev cackles evilly. "Not able to process it all? It's really quite simple, you insipid cretin: I imprisoned your fool master, but altered the holding spell with Illusion so that it appeared it was I who was entrapped. Then it was but a trifling matter to change my appearance with a potion I brewed for just such an opportunity. I then convinced you to break into your own master's special vault to steal this for me." He

pats the tome resting under his arm.

He gives you a pitiable look. "I thought for sure you had figured me out considering the potion was stale, forcing me to keep sipping it to maintain the illusion. You really are quite dense, you know."

"At any rate, now that I am in possession of the Tome of Vyxz and your execrable master M'Nop is safely tucked away in an extra-planar cell, it's time for me to conquer a world or two." With a snap of his fingers, a magic portal appears behind him.

"Not if I can help it!" You finally find your voice and point your sword menacingly at Abkadev. "I will kill you and free M'Nop. There will be no world-conquering this day!"

"Oh, I really must disagree," says M'Nop as a flicks what looks like a glass orb from his hand at you. As it travels across the vault it seems to grow and then envelope you. The last thing you hear is Abkadev's wicked laughter echoing in your head.



When you awake, you find yourself on an open plain in the middle of the day. A large orc war band surrounds you.

The large, muscly orcs grip their spears tightly, knuckles showing white beneath their green skin. Giant wolves skirt the band, saliva dripping from their slavering fangs.

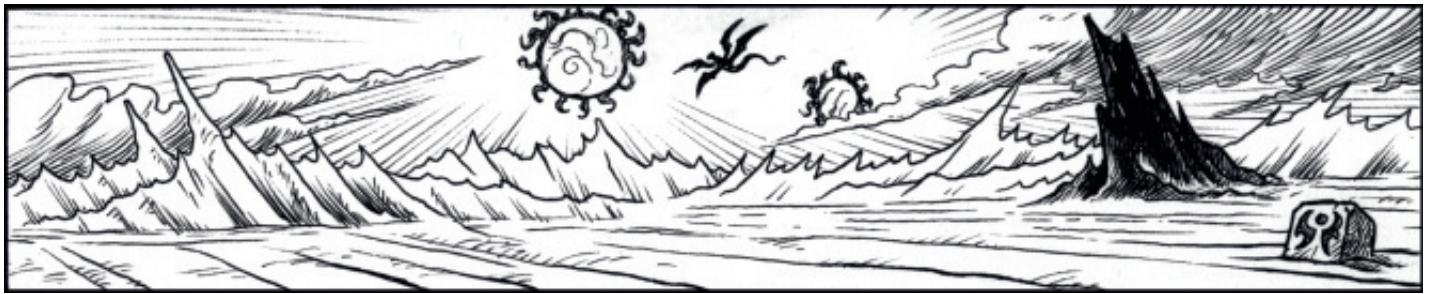
"Terrific." You say joylessly and sigh.

Will you escape the savage orc war band? Will

you find and free M'Nop the Wizard, your master and your friend? Will you defeat Abkadev and ensure the safety of all the worlds in the Magiverse?

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